

## I. AMENDMENTS TO THE CLAIMS

1-4. (CANCELLED)

5. (CURRENTLY AMENDED) ~~An electrically grounded~~ A gaming machine comprising:

a variable display with one or more reels each having symbols associated with an outcome of a wagering game;

a display device adjacent the variable display, at least some portions of the display device being operable to transition between a highly transparent condition and a highly non-transparent condition;

a display control device ~~for controlling~~ configured to control the display device to display an image relating to a game;

an image control device having the display control device;

an image state keeping device ~~for monitoring~~ configured to:

monitor a signal of an image fed from the display control device, ~~for detecting~~  
detect whether the signal is in a normal state thereby rendering the image as a  
normal image or an abnormal state thereby rendering the image as an  
abnormal image being different from the normal image, and ~~for~~  
~~controlling~~

control the display device such that when the image state keeping device  
detects that the signal is in the abnormal state, the display device is  
controlled to display the image as the normal image;

a power source feeding device; and

a power source relay device ~~for relaying~~ configured to relay power fed from the  
power source feeding device so as to independently supply the power to the image control  
device, the image state keeping device and the display device,

wherein, if the power source relay device fails to feed the relayed power to the  
display device while the power source feeding device remains operative, the power source relay  
device is operative to feed the relayed power to the image control device and the image state  
keeping device, and the image control device commands the portions of the display device

transition to the highly transparent condition such that the outcome of the wagering game is visible through the portions of the display device.

~~wherein the image control device is built in and connected to an upper portion of the electrically grounded gaming machine, and~~

~~wherein the upper portion is geometrically apart from a lower portion of the electrically grounded gaming machine and the lower portion is exposed to an influence of static electricity caused by a physical contact by a player.~~

6. (CANCELLED)

7. (CURRENTLY AMENDED) The ~~electrically grounded~~ gaming machine according to claim 5, ~~further comprising: wherein the one or more reels include~~ a rotatable reel having a plurality of the symbols drawn on an outer periphery thereof, and wherein the display device is disposed in the front of the reel.

8-9. (CANCELLED)

10. (CURRENTLY AMENDED) A display device apparatus for ~~an electrically grounded~~ a gaming machine having a variable display with one or more reels each having symbols associated with an outcome of a wagering game, the display device apparatus comprising:

a display device adjacent the variable display, at least some portions of the display device being operable to transition between a highly transparent condition and a highly non-transparent condition;

a display control device for controlling configured to control the display device to display an image relating to a game;

an image control device having the display control device;

an image state keeping device for monitoring configured to:

monitor a signal of an image fed from the display control device, ~~for detecting~~  
detect whether the signal is in a normal state thereby rendering the image as a  
normal image or an abnormal state thereby rendering the image as an

abnormal image being different from the normal image, and for  
controlling

control the display device such that when the image state keeping device  
detects that the signal is in the abnormal state, the display device is  
controlled to display the image as the normal image;

a power source feeding device; and

a power source relay device ~~for relaying~~ configured to relay power fed from the  
power source feeding device to ~~independently~~ supply the power to the display device, the image  
state keeping device and the image control device;

wherein, if the power source relay device fails to feed the relayed power to the  
display device while the power source feeding device remains operative, the power source relay  
device is operative to feed the relayed power to the image control device and the image state  
keeping device, and the portions of the display device transition to the highly transparent  
condition such that the outcome of the wagering game is visible through the portions of the  
display device.

~~wherein the image control device is built in and connected to an upper portion of  
the electrically grounded gaming machine, and~~

~~wherein the upper portion is geometrically apart from a lower portion of the  
electrically grounded gaming machine and the lower portion is exposed to an influence of static  
electricity caused by a physical contact by a player.~~

11-15. (CANCELLED)

16. (CURRENTLY AMENDED) A display device apparatus for ~~an electrically-  
grounded a gaming machine system having a variable display with one or more reels each having  
symbols associated with an outcome of a wagering game, the display device apparatus~~  
comprising:

a display device adjacent the variable display, at least some portions of the display  
device being operable to transition between a highly transparent condition and a highly non-  
transparent condition;

a display control device ~~for controlling~~ configured to control the display device to display an image relating to a game;

an image control device having the display control device;

an image state keeping device ~~for monitoring~~ configured to:

monitor a signal of an image fed from the display control device, ~~for detecting~~ detect whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the image as an abnormal image being different from the normal image, ~~and for~~ controlling

control the display device such that when the image state keeping device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image; and

a power source feeding device ~~for feeding~~ configured to feed power to the display device, the image state keeping device and the image control device independently from each other,

wherein, if the power source feeding device fails to feed power to the display device while the power source feeding device remains operative, the power source feeding device is operative to feed power to the image control device and the image state keeping device, and the portions of the display device transition to the highly transparent condition such that the outcome of the wagering game is visible through the portions of the display device.

~~wherein the image control device is built in and connected to an upper portion of the electrically-grounded gaming machine, and~~

~~wherein the upper portion is geometrically apart from a lower portion of the electrically-grounded gaming machine and the lower portion is exposed to an influence of static electricity caused by a physical contact by a player.~~

17-37. (CANCELLED)

38. (CURRENTLY AMENDED) The ~~electrically-grounded~~ gaming machine according to claim 5, wherein the image state keeping device further includes an image enlarging

conversion device ~~for converting~~ configured to convert the received signal of the image into a signal of an enlarged image.

39. (CURRENTLY AMENDED) The ~~electrically-grounded~~ gaming machine according to claim 7, ~~further comprising: 5, wherein the display device includes~~ a transparent image display device ~~for displaying~~ configured to display an image of relatively high transparency ~~on the display device~~ when the image state keeping device detects abnormality of the signal of the image, wherein the relative high transparency of the image is sufficient to enable a player to see through the image and view at least one of the ~~plurality of~~ symbols on a ~~front-most portion of the reel~~ one or more reels.

40. (CURRENTLY AMENDED) The ~~electrically-grounded~~ gaming machine according to claim 39, wherein the display control device has a function to display a colored image on the display device so that a player sees the colored image in lieu of the plurality of symbols drawn on the periphery of the reel.

41. (CURRENTLY AMENDED) The display device apparatus according to claim 10, ~~further comprising: wherein:~~

the one or more reels include a rotatable reel having a plurality of the symbols drawn on an outer periphery thereof; ~~wherein,~~ the display device [[is]] being disposed in front of the rotatable reel; and

the display device includes a transparent image display device ~~for displaying~~ configured to display an image of relatively high transparency on the display device when the image state keeping device detects abnormality of the signal of the image, ~~wherein~~ the relative high transparency of the image [[is]] being sufficient to enable a player to see through the image and view at least one of the plurality of symbols on a front-most portion of the reel.

42. (NEW) The gaming machine according to claim 5, wherein the image control device and the image state keeping device are connected to an upper portion of the inside of the gaming machine, the upper portion being vertically spaced from a lower portion of the gaming machine to which is attached the display device.

43. (NEW) The gaming machine according to claim 5, wherein the power source feeding device and the power source relay device are located inside the lower portion of the gaming machine.

44. (NEW) A gaming system connected to a power source, the gaming system comprising:

an input device configured to receive an input from a player;

a variable display device configured to display a plurality of reels each having symbols associated with randomly determined outcomes of a wagering game;

a transmissive display device adjacent the variable display device, the transmissive display device including a liquid crystal panel operable to transition between a transmissive state and a non-transmissive state, at least a portion of the plurality of reels being visible through the liquid crystal panel when in the transmissive state, and the portion of the plurality of reels being visibly obstructed by the liquid crystal panel when in the non-transmissive state;

a display control device configured to control the transmissive display device;

a power source relay device configured to relay power from the power source to the display control device and the transmissive display device,

wherein, responsive to an interruption in the supply of power to the transmissive display device, the power source relay is further configured to independently supply power to the display control device, and the display control device is configured to command the liquid crystal panel to transition to the transmissive state.

45. (NEW) The gaming system of claim 46, further comprising an image state keeping device configured determine whether a signal of an image received from the display control device is in a normal state, whereby the image is rendered as a normal image, or an abnormal state, whereby the image is rendered as an abnormal image, and control the transmissive display device to display the image as the normal image in response to determining that the signal is in the abnormal state.

46. (NEW) The gaming system of claim 46, further comprising an image state keeping device configured determine whether a signal of an image received from the display control device is in a normal state, whereby the image is rendered as a normal image, or an abnormal state, whereby the image is rendered as an abnormal image, and control the transmissive display device to display a predetermined image different from the normal image in response to determining that the signal is in the abnormal state.

47. (NEW) The gaming system of claim 46, wherein, responsive to power inadvertently not being supplied to the transmissive display device, the liquid crystal panel, when in the transmissive state, displays a highly transparent image in front of the variable display device.

48. (NEW) The gaming system of claim 46, wherein the liquid crystal panel, when in the non-transmissive state, displays one or more images in front of the plurality of reels.

49. (NEW) The gaming system of claim 46, wherein the liquid crystal panel, when in the non-transmissive state, conceals the plurality of reels from the player.